

AMENDMENTS TO THE CLAIMS

Please amend the claims as indicated in the following listing of all claims:

1. (Currently amended) A computer graphics processing system comprising:
a graphics processor;
a computer memory responsive to the graphics processor, the computer memory
including an image depth buffer and a hierarchical image depth buffer, the
hierarchical image depth buffer containing data items that identify a nearest depth
value and a farthest depth value for a first subset of a plurality of image depth
buffer entries, wherein the first subset corresponds to a set of foreground pixels,
and wherein the plurality of image depth buffer entries associated with a plurality
of corresponding pixels and the data items further include a nearest depth value
corresponding to a second subset of the plurality of image depth buffer entries,
and wherein the second subset corresponds to a set of background pixels.
2. (Canceled)
3. (Original) The computer graphics processing system of claim 1, wherein the
hierarchical image depth buffer further comprises at least one flag.
4. (Canceled)
5. (Original) The computer graphics processing system of claim 1, wherein the size
of the hierarchical image depth buffer is substantially less than the size of the image depth
buffer.
6. (Original) The computer graphics processing system of claim 1, wherein the size
of the hierarchical image depth buffer has a size that is less than one-fourth the size of the image
depth buffer.

7. (Original) The computer graphics processing system of claim 1, wherein each entry in the hierarchical image depth buffer corresponds to a set of sixteen entries in the image depth buffer.

8. (Original) The computer graphics processing system of claim 1, wherein the graphics processor includes pixel visibility detection logic, the visibility detection logic having access to the data items of the hierarchical image depth buffer.

9. (Original) The computer graphics processing system of claim 1, further comprising a central processor, a memory controller, and a system memory, the graphics processor coupled to the memory controller and responsive to the central processor.

10. (Currently amended) A computer graphics method for use in rendering a portion of an object onto a two-dimensional image plane, the computer graphics method comprising: identifying a selected pixel corresponding to the portion of the object to be rendered; reading data items from a hierarchical image depth buffer, the data items including a near depth value and a far depth value for a ~~first~~ foreground subset of a set of pixels and a near depth value for a ~~second~~ background subset of the set of pixels, the hierarchical image depth buffer associated with a plurality of depth values for the set of pixels, the set of pixels including the selected pixel; and performing a comparison between the selected pixel and the data items to make a pixel visibility determination.

11. (Original) The computer graphics method of claim 10, further comprising rendering the selected pixel when the pixel visibility determination indicates a pixel visibility condition.

12. (Original) The computer graphics method of claim 11, further comprising writing the rendered pixel into a frame buffer associated with an image to be displayed.

13. (Original) The computer graphics method of claim 10, further comprising discarding the selected pixel when the visibility determination indicates a pixel occlusion condition.

14. (Original) The computer graphics method of claim 10, further comprising reading an entry from a depth buffer for the selected pixel and comparing the entry from the depth buffer with the selected pixel to determine visibility of the selected pixel, when the pixel visibility determination is non-determinative.

15. (Original) The computer graphics method of claim 10, further comprising updating at least one data item within the hierarchical image depth buffer.

16. (Original) The computer graphics method of claim 10, wherein the data items includes a flag and further comprising a step of checking a status of the flag.

17. (Previously Presented) The computer graphics method of claim 10, wherein the data items includes a flag and further comprising updating a status of the flag.

18. (Previously Presented) A computer graphics processing system comprising:
an image depth buffer;
a hierarchical image depth buffer, the hierarchical image depth buffer containing a plurality of entries, each of the plurality of entries associated with a plurality of depth values within the image depth buffer; and
a processor having access to the image depth buffer and to the hierarchical image depth buffer, the processor including a computer graphics routine for use in rendering a portion of an object onto a two-dimensional image plane, the computer graphics routine comprising:
identifying a selected pixel corresponding to the portion of the object to be rendered;
reading an entry from the hierarchical image depth buffer, the entry containing a set of data items, the set of data items of the hierarchical image depth buffer associated with a plurality of depth values within the image depth buffer, the plurality of depth values for a set of pixels, the set of pixels including the selected pixel, the set of data items including a near depth value of a foreground subset of the set of pixels, a far depth value of the foreground subset, and a near depth value of a background subset of the set of pixels; and
performing a computation with respect to the selected pixel and the set of data items, to make a pixel visibility determination.
19. (Canceled)
20. (Previously Presented) The computer graphics processing system of claim 18, wherein the foreground subset identifies pixels associated with a first object.
21. (Previously Presented) The computer graphics processing system of claim 18, wherein the set of data items includes a far depth value for the background subset of the set of pixels, the background subset identifying pixels associated with a background image.
22. (Previously Presented) A computer graphics processing system comprising:

an image depth buffer;
a hierarchical image depth buffer, the hierarchical image depth buffer containing a plurality of entries, each of the plurality of entries associated with a plurality of depth values within the image depth buffer; and
a processor having access to the image depth buffer and to the hierarchical image depth buffer, the processor including a computer graphics routine for use in rendering a portion of an object onto a two-dimensional image plane, the computer graphics routine comprising:
identifying a selected pixel corresponding to the portion of the object to be rendered;
reading an entry from the hierarchical image depth buffer, the entry containing a set of data items, the set of data items of the hierarchical image depth buffer associated with a plurality of depth values within the image depth buffer, the plurality of depth values for a set of pixels, the set of pixels including the selected pixel; and
performing a computation with respect to the selected pixel and the set of data items, to make a pixel visibility determination; and
wherein the set of data items includes a flag for each pixel in the set of pixels a flag set identifies a corresponding pixel that has been rendered.

23. (Original) The computer graphics processing system of claim 18, wherein a first pixel in the set of pixels is within a first object to be rendered, a second pixel in the set of pixels is within a second object to be rendered, and a third pixel in the set of pixels is within a third object to be rendered.

24. (Previously Presented) A memory for use with a computer graphics processing system, the memory comprising:

an image depth buffer containing a plurality of image depth values;
a hierarchical image depth buffer, the hierarchical image depth buffer containing a plurality of entries, each of the plurality of entries associated with a set of the plurality of depth values within the image depth buffer, the set containing more than one depth value, at least one of the entries containing multiple near depth values and a far depth value corresponding to the set of the plurality of depth values.

25. (Previously Presented) The memory of claim 24, wherein one of the near depth values and the far depth value identify a foreground subset of the set of pixels, the foreground subset identifying pixels associated with a foreground object.

26. (Previously Presented) A memory for use with a computer graphics processing system, the memory comprising:

an image depth buffer containing a plurality of image depth values;
a hierarchical image depth buffer, the hierarchical image depth buffer containing a plurality of entries, each of the plurality of entries associated with a set of the plurality of depth values within the image depth buffer, the set containing more than one depth value, at least one of the entries containing a near depth value and a far depth value corresponding to the set of the plurality of depth values; and
a third level hierarchical buffer containing a plurality of initialization flags, each of the initialization flags for a super-block of pixels corresponding to a plurality of the entries within the hierarchical image depth buffer.

27. (Original) The memory of claim 26, wherein the initialization flags are cleared when the image depth buffer is initialized to a constant value.

28. (Original) A memory that includes an image depth buffer, comprising:
a plurality of image depth values; and
a hierarchical image depth buffer including a plurality of entries, each of the hierarchical depth buffer entries associated with a set of the plurality of depth values within the image depth buffer, at least one of the entries of the hierarchical image depth buffer including multiple near and far values, each near and far value corresponding to the plurality of depth values within the image depth buffer or to a subset of the plurality of depth values within the image depth buffer.
29. (Original) A memory that includes an image depth buffer, comprising:
a plurality of image depth values;
a hierarchical image depth buffer including a plurality of entries, each of the hierarchical depth buffer entries associated with a set of the plurality of image depth values within the image depth buffer, each of the entries of the hierarchical image depth buffer including at least two pairs of near and far values, each of the near and far value pairs corresponding to a set or subset of the plurality of depth values, each of the entries of the hierarchical depth buffer including a description of those members of the associated set of depth values corresponding to each pair of near and far values.
30. (Original) A memory that includes an image depth buffer, comprising:
a plurality of image depth values; and
a hierarchical image depth buffer including a plurality of entries, each of the hierarchical depth buffer entries associated with a set of the plurality of depth values within the image depth buffer, each of the entries of the hierarchical image depth buffer including at least one pair of near and far values and at least one un-paired near value, each of the entries of the hierarchical depth buffer including a description of those members of the associated set of depth values corresponding to either each pair of near and far values or to the non-paired near value.

31. (Original) A memory that includes an image depth buffer, comprising:
a plurality of image depth values; and
a hierarchical image depth buffer including a plurality of entries, each of the hierarchical depth buffer entries associated with a set of the plurality of depth values within the image depth buffer, each of the entries of the hierarchical image depth buffer including at least one pair of near and far values and at least one non-paired near value, each of the entries of the hierarchical depth buffer including a description of those members of the associated set of depth values corresponding to each pair of near and far values or to the non-paired near value, each of the entries of the hierarchical depth buffer including initialization information for the associated depth buffer entries and for related pixels.

32. (Canceled)

33. (Canceled)